



What To Expect

What You Should Know

- How to use a computer 😊
- 3ds Max or some other Modeling software
- If you need to brush up on any of these skills, i.e. 3ds Max, V-Ray, Photoshop – check out my other classes on Udemy, or find them all at www.learnArchViz.com
- You do not need to have any experience with Unreal Engine, but any familiarity with real time would certainly be helpful.

What You Will Learn

- How to take your existing 3d projects and export them into Unreal Engine 4
- The basics of using UE4 – navigation, UI, materials, lighting, etc.
- How to create your own virtual reality projects – can be applied to architectural walkthroughs, game levels, etc
- How to export your virtual reality project for others to use, either in gameplay mode, or as real time animations
- And much more